

PLAYER VERIFICATION METHOD AND SYSTEM FOR REMOTE GAMING TERMINALS

Abstract

Various methods and systems for providing a reliable verification of a player at a remote gaming terminal are disclosed. This is done by providing gaming events remotely via a first mode of communication, establishing criteria for verifying the identity of a player, receiving a player request to participate in a gaming event remotely, obtaining personal information for that player via a second mode of communication, verifying that the obtained personal information is adequate, and permitting the requested gaming event to commence. Additional features can include a subsequent repetition of the steps of obtaining and verifying personal information, and permitting the gaming event to commence or continue. Personal information can include pictures and/or the geographic location of the player. A cellular telephone can be used to take pictures and determine the geographic location of the player, and both of these items can be transmitted via a cellular telephone call.